

1 IN THE SPECIFICATION:

2 The following paragraphs are rewritten pursuant to 37 C.F.R. §1.121.

3 1. Replace the paragraph beginning at page 1, line 21 of the specification with the following  
4 paragraph:

5 Electronic gaming machines are commonly housed in a large and oftentimes standalone  
6 cabinet. The cabinet includes a front side on which is mounted a game video display along with  
7 player controls. Player controls may include various types of mechanical controls such as  
8 switches, buttons, and levers mounted on a forwardly extending ledge below the game video  
9 display. Player controls may also be incorporated into the game video display itself using touch  
10 screen technology. In addition to the game video display and basic player controls through which  
11 the player makes choices or takes action in the game offered through the gaming machine, the  
12 gaming machines may also include other player interface devices such as coin or paper currency  
13 acceptors, player card or credit card acceptors, keypads, and other player interface devices. As  
14 with traditional mechanical gaming machines, electronic gaming machines also commonly  
15 include a number of static graphic displays. In electronic gaming machines, these static graphic  
16 displays are mounted above the game video display and/or below the game video display on the  
17 front side of the cabinet. These static graphic displays generally provide information regarding  
18 the game offered through the gaming machine such as pay tables and other game related  
19 information, and include colorful and attractive graphics that are coordinated with the video  
20 display shown on the game video display in the course of game play. The static graphic displays  
21 may also incorporate [[ono-]]static elements such as counters or numeric displays for showing  
22 bonus or progressive play information. Video displays may also be incorporated into the static

1 graphic displays to show game related information or information unrelated to the game available  
2 at the gaming machine. The graphic display located above the game video display is commonly  
3 referred to as the top glass, whereas the graphic display located below the game video display is  
4 commonly referred to as the belly glass.

5  
6 2. Replace the paragraph beginning at page 4, line 11 of the specification with the following  
7 paragraph:

8 A given gaming facility that employs electronic gaming machines may include numerous  
9 machines to accommodate a large number of players. Each of the gaming machines is generally  
10 dedicated to a particular presentation or perhaps a number of related presentations. Although the  
11 underlying hardware included in the gaming machine may be fairly generic from one game  
12 presentation to the next, the game presentation provided by the gaming machine may be switched  
13 only by replacing the top glass and belly glass and perhaps by changing the player controls to  
14 accommodate the new game presentation. Thus, changing the game presentation provided by an  
15 electronic machine to an entirely different presentation is a substantial undertaking and may be  
16 accomplished only by taking the gaming machine out of service for a relatively long period of  
17 time. A switch of game presentations commonly requires removing the gaming machine from  
18 the casino floor for the changeover. That is, if a casino desires to change from a gaming machine  
19 having a presentation that has proven to be unpopular to a gaming machine having a more  
20 popular presentation, essentially the entire gaming machine must be replaced [[for]] or at least  
21 taken [[and]] out of service for a substantial period of time to change the static graphic displays.  
22 Because switching game presentations in a gaming machine is so involved, the game

1 presentations offered in a given gaming facility are fairly static. It is noted that even in prior art  
2 gaming machines that allow the player to choose from among several different games, portions of  
3 the game presentation remains static between the different games available at the gaming  
4 machine.

5  
6 3. Replace the paragraph beginning at page 8, line 10 of the specification with the following  
7 paragraph:

8 Figure 2 is a schematic diagram showing the various components of one preferred form of  
9 a gaming machine according to the present invention.

10  
11 4. Replace the paragraph beginning at page 8, line 18 of the specification with the following  
12 paragraph:

13 Referring to Figure 1, a gaming machine 10 includes a cabinet 11 having a front side  
14 generally shown at reference numeral 12. A game video display 14 is mounted in a central  
15 portion of the front surface 12 with a player control ledge 16 positioned below the game video  
16 display and projecting forwardly from the plane of the game video display. This forwardly  
17 projecting ledge 16 defines a location for one or more player controls as described further below.  
18 In addition to the game video display 14, the illustrated form of the invention includes a first  
19 additional video display 17 positioned on the front side of cabinet 11 above game video display  
20 14, and a second additional video display 18 mounted on the front side of the cabinet below the  
21 game video display. Each of these displays, the game video display 14, first additional video  
22 display 17, and second additional video display 18 participate in the operation of [[game]]

1     gaming machine 10 to provide a presentation for a particular game. It is noted that the gaming  
2     machine 10 is shown in an operating position in Figure 1, and that descriptions of positions  
3     above or below a given element of the gaming machine are made with reference to this operating  
4     position.

5  
6     5.     Replace the paragraph beginning at page 16, line 1 of the specification with the following  
7     paragraph:

8             The three different groups of gaming machines 10 are shown to illustrate that a gaming  
9     system according to the present invention at a given gaming facility may include different groups  
10    of gaming machines 10 with each different group including gaming machines controlled or  
11    configured to provide a particular game presentation. The number of gaming machines 10 shown  
12    in Figure 3 is shown only for purposes of example and it will be appreciated that a gaming  
13    system 40 according to the invention may include large numbers of gaming machines all  
14    connected for communications with one or more processors used to implement presentation  
15    server 48, modification controller 50, and usage monitoring arrangement according to the  
16    invention.

17  
18    6.     Replace the paragraph beginning at page 20, line 6 of the specification with the following  
19    paragraph:

20            The above described preferred embodiments are intended to illustrate the principles of the  
21    invention, but not to limit the scope of the invention. Various other embodiments and  
22    modifications to these preferred embodiments may be made by those skilled in the art without

1 departing from the scope of the following claims. For ~~Example~~ example, although the invention  
2 contemplates switching from one game presentation to an entirely different game presentation,  
3 the switching may be between somewhat related game presentations, or presentations having  
4 elements in common with the earlier presentation at the gaming machine. Furthermore, the  
5 invention may be implemented in a data processing environment in which more processing tasks  
6 are performed at a central processing device rather than the individual gaming machine CPUs.  
7 The present invention encompasses these more centralized data processing implementations.